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ABSTRACT

This compilation of 17 courseware evaluations gives a general overview of available social studies microcomputer courseware for students in grades 1-12. Each evaluation lists title, date, producer, date of evaluation, evaluating institution, cost, ability level, topic, medium of transfer, required hardware, required software, instructional purpose, instructional techniques, available documentation, instructional objectives, instructional prerequisites, content and structure, estimated student time required, potential uses, major strengths, and major weaknesses. Evaluation criteria are summarized in a grid showing evaluator ratings ranging from "strongly agree" to "strongly disagree." Most of the courseware is suitable for use with Apple II microcomputers. Courseware titles are "The Medalists-States" (geography), "U.S. Constitution Tutor" (American government), "Rails West!" (history, economics), "Geography Series: New England" (geography), "U.S. Geography Quiz" (geography), "States and Capitals" (geography), "Political Genie" (political science, history, civics), "States" (geography), "Santa Fe Trail" (history), "Greek Mythology" (history, literature), "Cosmic Carnival" (economics), "U.S. History Databases for PFS: File" (history), "Hometown" (civics, local affairs), "How a Bill Becomes Law" (government), "Law in American History" (history, law), "States and Traits" (geography), and "Countdown, Test Simulator, Authoring and Management System" (any subject or topic). (LH)

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SOCIAL STUDIES. MICROSIFT COURSEWARE EVALUATIONS

1985

Northwest Regional Educational Laboratory
300 S.W. Sixth Avenue
Portland, Oregon

ED266974

MICROSIFT EVALUATIONS: CONTENTS

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6. States and Capitals.....Grades 4-10
7. Political Genie.....Grades 7-12+
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*Compilation by Social Science Education Consortium of NWREL MicroSIFT Courseware Evaluation Sheets (May 1984-Dec. 1985).

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The Medalists - States

PRODUCER: Hartley Courseware, Inc.
P.O. Box 419
Dimondale, MI 48821

EVALUATION COMPLETED: May 1984 by the staff and constituents of PREPS, Mississippi State, Mississippi.

COST: $39.95

ABILITY LEVEL: Grades 4 through 10
SUBJECT: Social Studies
TOPIC: Geography
MEDIUM OF TRANSFER: 5-1/4 in. disk
REQUIRED HARDWARE: 48K Apple II Family, single disk drive, monitor
REQUIRED SOFTWARE: Applesoft, DOS 3.3
INSTRUCTIONAL PURPOSE: Standard instruction, enrichment, remediation
INSTRUCTIONAL TECHNIQUES: Drill and practice, game

DOCUMENTATION AVAILABLE: In program — program operating instructions, student's instructions. In supplementary materials — suggested grade/ability level(s), sample program output, program operating instructions, teacher's information, student's instructions, follow-up activities.

INSTRUCTIONAL OBJECTIVES: (STATED) To provide a way to study and learn important facts about the states.

INSTRUCTIONAL PREREQUISITES: (INFERRED) The student needs to have learned facts about the states.

CONTENT AND STRUCTURE: This package contains one disk and a 26-page user's guide. It provides a drill and practice game where students can compete against themselves for high score or against others. The difficulty level is set by the student by entering the number of points for completion. Points are awarded according to how well the student can answer questions about certain facts concerning the states. The questions cover such things as; postal abbreviations, bordering states, major industries, capital city, state bird, state flower, largest cities, etc. The package keeps records for up to 50 students. It also provides a means of creating and maintaining your own question file.

ESTIMATED STUDENT TIME REQUIRED: This depends on how students use the package — it could be used repeatedly by students for 15-50 minutes per session.

POTENTIAL USES: The package would be useful as enrichment for students learning about the United States. The target age range is a little wide — it might prove boring for many high school students and difficult for average fourth graders.

Continued on back

EVALUATION SUMMARY

SA	A	D	SD	NA	
•					Content is accurate.
	•				Content has educational value.
	•				Content is free of stereotypes.
	•				Purpose of package is well defined.
	•				Package achieves defined purpose.
		•			Content presentation is clear and logical.
		•			Difficulty level is appropriate to audience.
	•				Graphics/sound/color are used appropriately.
	•				Use of package is motivational.
	•				Student creativity is effectively stimulated.
	•				Feedback is effectively employed.

SA	A	D	SD	NA	
	•				Learner controls rate and sequence.
		•			Instruction integrates with prior learning.
	•				Learning can be generalized.
	•				User support materials are comprehensive.
	•				User support materials are effective.
	•				Information displays are effective.
	•				Users can operate easily and independently.
	•				Teachers can employ package easily.
	•				Computer capabilities are used appropriately.
		•			Program is reliable in normal use.

SA - Strongly Agree A-Agree D-Disagree SD - Strongly Disagree NA - Not Applicable

Evaluators indicated that they would use or recommend use of this package only if certain changes were made.

Summary: Scale from 5 (High) to 1 (Low).
Content - 4, Instructional Characteristics - 3, Technical Characteristics - 4.

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This evaluation is based on the evaluations of three or more reviewers who are representative of potential users of the courseware package.

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The Medalists - States, continued

MAJOR STRENGTHS: This package would provide valuable supplementary information for classroom use in social studies. It would also prove to be a more motivating means for stimulating students to learn basic facts about the states. The ability for the teacher to add their own content items is a plus.

MAJOR WEAKNESSES: Supplementary information on how to use the package effectively at different levels (grade or ability) is not supplied. No reference is made to the kind of strategies students should use to attempt mastery of this material. Students are not told when they have misspelled a word, which could confuse them. The program will crash if control-C is entered.

COMMENTS: Reviewers also felt teachers would have to be careful to provide the appropriate background for their students.

U.S. Constitution Tutor

VERSION: Apple

PRODUCER: Micro Learn a Division of
MicroLab, Inc.
2699 Skokie Valley Road
Highland Park, IL 60035

EVALUATION COMPLETED: June 1984 by the staff and constituents of Region 10 ESC, Houston, Texas

COST: $35.00

ABILITY LEVEL: Grades 7 through postsecondary
SUBJECT: Social Studies
TOPIC: American Government
MEDIUM OF TRANSFER: 5-1/4 in. disk
REQUIRED HARDWARE: 48K Apple II, single disk drive, monitor. Also available for Commodore 64, IBM-PC/PC jr.
REQUIRED SOFTWARE: Applesoft, DOS 3.3
INSTRUCTIONAL PURPOSE: Standard instruction, enrichment, assessment
INSTRUCTIONAL TECHNIQUES: Drill and practice, tutorial

DOCUMENTATION AVAILABLE: In program — program operating instructions, student's instructions. In supplementary materials — suggested grade/ability level(s), instructional objectives, program operating instructions, teacher's information, resource/reference information, student's instructions, follow-up activities.

INSTRUCTIONAL OBJECTIVES: (STATED) To provide content on U.S. government and the U.S. Constitution so that students will understand the concepts and procedures of American government and thereby improve citizenship. To provide content on U.S. government and the U.S. Constitution to prepare students for required tests. To provide practice in taking multiple-choice tests under non-stressful conditions. To improve thinking skills: classification of ideas, analysis, synthesis, making generalizations, drawing inferences, etc.

INSTRUCTIONAL PREREQUISITES: (STATED) Prior knowledge of concepts in American government and the U.S. Constitution.

CONTENT AND STRUCTURE: This package consists of multiple-choice questions which are arranged both by subject and by level of difficulty. If studied by subject (Legislative, Executive. Elections, etc.) users will find the questions arranged within each menu topic. The easier questions will come first, and the experience is like a lesson. If studied by difficulty level (Beginner, Intermediate,

Continued on back

EVALUATION SUMMARY

SA	A	D	SD	NA	
•					Content is accurate.
•					Content has educational value.
•					Content is free of stereotypes.
	•				Purpose of package is well defined.
	•				Package achieves defined purpose.
•					Content presentation is clear and logical.
•					Difficulty level is appropriate to audience.
	•				Graphics/sound/color are used appropriately.
	•				Use of package is motivational.
				•	Student creativity is effectively stimulated.
•					Feedback is effectively employed.

SA	A	D	SD	NA	
•					Learner controls rate and sequence.
•					Instruction integrates with prior learning.
	•				Learning can be generalized.
•					User support materials are comprehensive.
•					User support materials are effective.
	•				Information displays are effective.
	•				Users can operate easily and independently.
•					Teachers can employ package easily.
	•				Computer capabilities are used appropriately.
•					Program is reliable in normal use.

SA - Strongly Agree A-Agree D-Disagree SD - Strongly Disagree NA - Not Applicable

Evaluators indicated that they would highly recommend this package.

Summary: Scale from 5 (High) to 1 (Low).
Content - 5, Instructional Characteristics - 4.5, Technical Characteristics - 4.5.

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U.S. Constitution Tutor, continued

Advanced) the subject matter will be more "mixed up," but the experience will be like a test. Topics included are Legislative Branch, How a Bill Becomes a Law, Executive Branch, Elections, Judicial Branch, Amendments, Constitutional Principals, and Rights.

ESTIMATED STUDENT TIME REQUIRED: 4 to 5 hours.

POTENTIAL USES: This package provides relevant information which could be used as review or reinforcement pertaining to the Constitution and Legislative Branches. The package could be used with individuals, small groups, or in large group situations. It could be used as a tool for discussion.

MAJOR STRENGTHS: All the material is very well organized and planned. The concepts are presented clearly and with varying levels of difficulty. The feedback is immediate and appropriate.

MAJOR WEAKNESSES: The delay while the computer retrieves the next question is too long.

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Rails West!

VERSION: Apple, copyright 1984

PRODUCER: Strategic Simulations, Inc.
883 Stierlin Rd., Bldg. A-200
Mountain View, CA 94043-1983

EVALUATION COMPLETED: June 1984 by the staff and constituents of Region 10 ESC, Richardson, Texas.

COST: $39.95

ABILITY LEVEL: Grades 5 through 12
SUBJECT: Social Studies, Business Education
TOPIC: History, Economics
MEDIUM OF TRANSFER: 5-1/4 in. disk
REQUIRED HARDWARE: 48K Apple II, II Plus, or IIe, single disk drive, color monitor. Also available for the Atari 800 series, and Commodore 64.
REQUIRED SOFTWARE: Applesoft, DOS 3.3
INSTRUCTIONAL PURPOSE: Standard instruction, enrichment
INSTRUCTIONAL TECHNIQUES: Game, simulation, problem solving

DOCUMENTATION AVAILABLE: In program — program operating instructions. In supplementary materials — sample program output, program operating instructions, student's instructions, student worksheets.

INSTRUCTIONAL OBJECTIVES: (Inferred) To develop an understanding of business finances. To develop an understanding of the role railroads played during the years from 1870 to 1900.

INSTRUCTIONAL PREREQUISITES: (INFERRED) Prior instruction on stocks, bonds, securities, and loans.

CONTENT AND STRUCTURE: This package contains one disk, a 16-page users guide, a "Starting Railroads" reference board, and a pad of player score sheets. The program is a simulation game for up to 8 players where the user attempts to gain wealth by buying, building, and/or selling railroads.

ESTIMATED STUDENT TIME REQUIRED: Since games can be saved for future use, the package time is variable.

POTENTIAL USES: It would be useful as reinforcement in a business education class. It displays problem solving in a practical situation involving a historical railroad setting.

MAJOR STRENGTHS: This program involves intricate and detailed uses of business management and ownership strategies. There is an option as to number of players.

MAJOR WEAKNESSES: The documentation is unclear in many areas of game playing. The teacher would need to preview the packge and be proficient in its use before distributing it to students. Terminology used makes it too advanced for elementary and middle school students.

OTHER COMMENTS: This is a high level strategy game.

EVALUATION SUMMARY

SA	A	D	SD	NA	
	•				Content is accurate.
•					Content has educational value.
•					Content is free of stereotypes.
•					Purpose of package is well defined.
	•				Package achieves defined purpose.
	•				Content presentation is clear and logical.
		•			Difficulty level is appropriate to audience.
	•				Graphics/sound/color are used appropriately.
	•				Use of package is motivational.
•					Student creativity is effectively stimulated.
•					Feedback is effectively employed.

SA	A	D	SD	NA	
•					Learner controls rate and sequence.
•					Instruction integrates with prior learning.
	•				Learning can be generalized.
	•				User support materials are comprehensive.
		•			User support materials are effective.
	•				Information displays are effective.
		•			Users can operate easily and independently.
	•				Teachers can employ package easily.
•					Computer capabilities are used appropriately.
	•				Program is reliable in normal use.

SA - Strongly Agree A - Agree D - Disagree SD - Strongly Disagree NA - Not Applicable

Evaluators indicated that they would use or recommend use of this package with little or no change.

Summary: Scale from 5 (High) to 1 (Low).
Content - 4, Instructional Characteristics - 4, Technical Characteristics - 4.

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Geography Series: New England

VERSION: Apple

PRODUCER: Intellectual Software
798 North Avenue
Bridgeport, CT 06606

EVALUATION COMPLETED: November 1984 by the staff and constituents of Connecticut Department of Education, Hartford, Connecticut.

COST: $29.95. New England is one package in a series of seven similar packages covering different regions of the United States. Other packages in the series include Middle Atlantic, Southeast, Midwest, Deep South, Central, and Far West Regions. The entire series is available for $195.00.

ABILITY LEVEL: Grades 7 through 9
SUBJECT: Social Studies
TOPIC: Geography
MEDIUM OF TRANSFER: 5-1/4 inch disk
REQUIRED HARDWARE: Apple II, II+, IIe, one disk drive, monitor, (printer optional). Also available for IBM PC or IBM PCjr and MacIntosh.
REQUIRED SOFTWARE: DOS for IBM version.
INSTRUCTIONAL PURPOSE: Standard instruction
INSTRUCTIONAL TECHNIQUES: Drill and practice, tutorial, and record-keeping.

DOCUMENTATION AVAILABLE: In Program — student's instructions In Supplementary Material — instructional objectives, program operating instructions, teacher's information.

INSTRUCTIONAL OBJECTIVES: (STATED)
To provide the student with short tutorials that emphasize the relationships between countries or states and geographical features.

INSTRUCTIONAL PREREQUISITES: Prior instruction on the geography of New England.

CONTENT AND STRUCTURE: This package contains one disk, a ten page manual, and a small road atlas of North America. The program provides tutorial and drill on the important geographic, economic, and demographic features of Maine, New Hampshire, Vermont, Massachusetts, Connecticut, and Rhode Island. There are 10 different modules.

ESTIMATED STUDENT TIME REQUIRED:
20 to 30 minutes per module.

POTENTIAL USES: Individual drill.

MAJOR STRENGTHS: The program has a useful record-keeping feature. It tracks the number of attempts and percent correct for each module. The records can be printed at a later time.

MAJOR WEAKNESSES: The tutorial is poor in that the student reads a brief statement and answers 3-5 questions. There are grammatical errors in the statements. The student can get a correct answer with only a (return). There is no branching or opportunity for a second attempt at the answer. The program is very flat, lacking graphics and motivational features.

EVALUATION SUMMARY

SA	A	D	SD	NA	
	•				Content is accurate.
	•				Content has educational value.
	•				Content is free of stereotypes.
	•				Purpose of package is well defined.
		•			Package achieves defined purpose.
		•			Content presentation is clear and logical.
	•				Difficulty level is appropriate to audience.
		•			Graphics/sound/color are used appropriately.
		•			Use of package is motivational.
		•			Student creativity is effectively stimulated.
		•			Feedback is effectively employed.

SA	A	D	SD	NA	
		•			Learner controls rate and sequence.
	•				Instruction integrates with prior learning.
	•				Learning can be generalized.
	•				User support materials are comprehensive.
	•				User support materials are effective.
		•			Information displays are effective.
	•				Users can operate easily and independently.
	•				Teachers can employ package easily.
	•				Computer capabilities are used appropriately.
	•				Program is reliable in normal use.

SA - Strongly Agree A-Agree D-Disagree SD - Strongly Disagree NA - Not Applicable

Evaluators indicated that they would use or recommend use of this package only if certain changes were made.

Summary: Scale 5 (High) to 1 (Low)
Content - 3, Instructional Characteristics - 2, Technical Characteristics - 2.

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U. S. Geography Quiz

VERSION: Apple

PRODUCER: Intellectual Software
798 North Avenue
Bridgeport, CT 06606

EVALUATION COMPLETED: November 1984 by the staff and constituents of Connecticut Department of Education, Hartford, Connecticut.

COST: $29.95

ABILITY LEVEL: Grades 5 through post-secondary.
SUBJECT: Social Studies
TOPIC: Geography
MEDIUM OF TRANSFER: 5-1/4 inch disk
REQUIRED HARDWARE: Apple II, II+, IIe, one disk drive, monitor, (printer optional). Also available for IBM PC, PCjr., and 128k Apple Macintosh.
INSTRUCTIONAL PURPOSE: Remediation and review.
INSTRUCTIONAL TECHNIQUES: Drill and practice, game, and instructional management.

DOCUMENTATION AVAILABLE: In Program — student's instructions In Supplementary Material — suggested grade/ability level, instructional objectives, program operating instructions, teacher's information.

INSTRUCTIONAL OBJECTIVES: (STATED)
To serve as a review of American geography. After completing this program the student should be able to identify the capitals of states, provinces, and countries; identify the location of major cities, rivers, mountain ranges, and major lakes; name the provinces of Canada, states in the United States, counties of Central America, countries of South America and the nations of the Caribbean.

INSTRUCTIONAL PREREQUISITES: Prior instruction on the material outlined above.

CONTENT AND STRUCTURE: This package contains one disk and a 14 page manual. The program contains 10 modules in a game format that quiz or review 10 regions of American Geography; New England, Middle Atlantic, Southeast, Midwest, Deep South, Central, Far West, Canada, Central America/Caribbean, and South America. Each module gives 24 places (cities or geographical features) and the user supplies the state, province or country name. Each wrong answer is followed by an explanation.

ESTIMATED STUDENT TIME REQUIRED: 15 to 20 minutes each module.

POTENTIAL USES: Individual review and drill.

MAJOR STRENGTHS: The program includes a record-keeping system that logs student use, giving number of questions attempted in each module and the percent correct.

MAJOR WEAKNESSES: The program does not teach identification of geographical places and features; it tests ability to match names to locations, the program is a very unsophisticated drill and practice; it lacks graphics and motivational features. The correct answer is displayed with only a (return).

EVALUATION SUMMARY

SA	A	D	SD	NA	
	•				Content is accurate.
	•				Content has educational value.
	•				Content is free of stereotypes.
	•				Purpose of package is well defined.
	•				Package achieves defined purpose.
		•			Content presentation is clear and logical.
	•				Difficulty level is appropriate to audience.
		•			Graphics/sound/color are used appropriately.
		•			Use of package is motivational.
		•			Student creativity is effectively stimulated.
		•			Feedback is effectively employed.

SA	A	D	SD	NA	
		•			Learner controls rate and sequence.
	•				Instruction integrates with prior learning.
	•				Learning can be generalized.
	•				User support materials are comprehensive.
	•				User support materials are effective.
		•			Information displays are effective.
	•				Users can operate easily and independently.
	•				Teachers can employ package easily.
		•			Computer capabilities are used appropriately.
	•				Program is reliable in normal use.

SA = Strongly Agree A = Agree D = Disagree SD = Strongly Disagree NA = Not Applicable

Evaluators indicated that they would use or recommend use of this package only if certain changes were made.

Summary: Scale 5 (High) to 1 (Low)
Content - 3, Instructional Characteristics - 2, Technical Characteristics - 2.

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States and Capitals

VERSION: Apple

PRODUCER: Gamco Industries, Inc.
Box 1911
Big Spring, TX 79721

EVALUATION COMPLETED: July 1985 by the staff and constituents of North Clackamas School District, Milwaukie, Oregon, and the Northwest Regional Educational Laboratory, Portland, Oregon.

COST: $39.95; with backup $54.95

ABILITY LEVEL: Grades 4 through 10
SUBJECT: Social Studies
TOPIC: Geography
MEDIUM OF TRANSFER: 5-1/4 in. disk
REQUIRED HARDWARE: 48K Apple II+, IIe or IIc, single disk drive, monitor. Also available for TRS-80 Models III and IV, and Commodore 64.
REQUIRED SOFTWARE: Apple: Applesoft, DOS 3.3
INSTRUCTIONAL PURPOSE: Standard instruction
INSTRUCTIONAL TECHNIQUES: Drill and practice, game

DOCUMENTATION AVAILABLE: In program — program operating instructions. In supplementary materials — instructional objectives, sample program output, program operating instructions, teacher's information, student's instructions.

INSTRUCTIONAL OBJECTIVES: (INFERRED) To learn the 50 states, their capitals and major cities.

INSTRUCTIONAL PREREQUISITES: None stated.

CONTENT AND STRUCTURE: This package contains one diskette, a backup diskette, and an 8-page User's Guide. All 50 states are included in four regional maps, and students choose the lesson and region they wish to work on. Students may choose from 8 lessons, all of which are drill and practice in format. The number of questions in a lesson may be changed by the teacher to any number from 1 to 50. At the end of each set of questions, students automatically are moved to another region or repeat the region they just finished, depending on their scores. A student management system automatically records the names of students who complete a lesson, the lesson and region they complete, the raw score, and the percent correct. The system holds up to 200 student files.

ESTIMATED STUDENT TIME REQUIRED: Ten minutes per lesson

Continued on back

EVALUATION SUMMARY

SA	A	D	SD	NA	
•					Content is accurate.
	•				Content has educational value.
	•				Content is free of stereotypes.
	•				Purpose of package is well defined.
	•				Package achieves defined purpose.
	•				Content presentation is clear and logical.
				•	Difficulty level is appropriate to audience.
	•				Graphics/sound/color are used appropriately.
	•				Use of package is motivational.
		•			Student creativity is effectively stimulated.
		•			Feedback is effectively employed.

SA	A	D	SD	NA	
		•			Learner controls rate and sequence.
	•				Instruction integrates with prior learning.
	•				Learning can be generalized.
		•			User support materials are comprehensive.
	•				User support materials are effective.
		•			Information displays are effective.
•					Users can operate easily and independently.
	•				Teachers can employ package easily.
	•				Computer capabilities are used appropriately.
	•				Program is reliable in normal use.

SA - Strongly Agree A - Agree D - Disagree SD - Strongly Disagree NA - Not Applicable

Evaluators indicated that they would use or recommend use of this package with little or no change.

Summary: Scale from 5 (High) to 1 (Low).
Content - 3, Instructional Characteristics - 3, Technical Characteristics - 3.

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States and Capitals, continued

POTENTIAL USES: This package would be an excellent supplement to Social Studies curriculum. It reinforces state locations within regions and emphasizes important cities, as well as capitals.

MAJOR STRENGTHS: The teacher management section of the program makes it easy for the teacher to have accountability. The program has several error traps where it is impossible for the user to key in incorrect responses. After each lesson, the user is given a percent score. To motivate the user, if a score of 80% or above is achieved, the user has an option to play a game called Snakebite. The game moves very quickly and gives the user an option for sound. If a question is missed in the lesson, it is recycled and used again.

MAJOR WEAKNESSES: The documentation seems to have several things missing or assumed. Once a student is in a lesson, there are no options to get out until they have answered X amount of questions. The color scheme of the letters in information display screens is distracting (green and purple).

OTHER COMMENTS: The key response is slow overall. The program continuously accesses the disk.

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Political Genie

VERSION: IBM

PRODUCER: Boring Software
P.O. Box 568
Boring, Oregon 97009

EVALUATION COMPLETED: July 1985 by the staff and constituents of Florida Department of Education, Tallahassee, Florida.

COST: $54.95 for IBM, $59.95 for Apple

ABILITY LEVEL: Grade 7 through Postsecondary
SUBJECT: Social Studies
TOPIC: Political Science, History, Civics
MEDIUM OF TRANSFER: 5-1/4 in. disk
REQUIRED HARDWARE: 128K IBM, one or two disk drives, monitor. Also usable on IBM-compatible systems (i.e., The Leading Edge, AT&T, ITT, and ComPaq). Also available for 128K Apple IIe and IIc, and TRS-80.
REQUIRED SOFTWARE: IBM: MS-DOS 2.1
INSTRUCTIONAL PURPOSE: Enrichment
INSTRUCTIONAL TECHNIQUES: Simulation, problem solving

DOCUMENTATION AVAILABLE: In program — program operating instructions. In supplementary materials — suggested grade/ability level, instructional objectives, prerequisite skills or activities, program operating instructions, teacher's information, resource/reference information, follow-up activities.

INSTRUCTIONAL OBJECTIVES: (STATED) This package is designed to make it easy and possible for voters to evaluate the voting records of congressmen and congresswomen during election cycles. Students will learn the following lessons: 1) Congress decides important issues affecting our lives; 2) It is possible to analyze voting records of politicians; 3) Voting is important; and 4) Voters can hold politicians accountable for their votes.

INSTRUCTIONAL PREREQUISITES: (STATED) A basic understanding of the federal government, especially the legislative process, and the ability to read at a junior high level are helpful, but not essential, to use this courseware.

CONTENT AND STRUCTURE: This package contains two diskettes and a Technical/Teacher Manual. The students select the issues they believe are most important to them and then compare those issues to the voting record of the member of Congress they decide to evaluate. There is no prerequisite for mastery of other material. The program content is designed to elicit opinions and improve knowledge during discussions of issues. The 100 issues selected for inclusion in the Political Genie database contain all or most of the following criteria: 1) they will

Continued on back

EVALUATION SUMMARY

SA	A	D	SD	NA	
•					Content is accurate.
•					Content has educational value.
•					Content is free of stereotypes.
•					Purpose of package is well defined.
•					Package achieves defined purpose.
•					Content presentation is clear and logical.
•					Difficulty level is appropriate to audience.
	•				Graphics/sound/color are used appropriately.
	•				Use of package is motivational.
	•				Student creativity is effectively stimulated.
•					Feedback is effectively employed.

SA	A	D	SD	NA	
•					Learner controls rate and sequence.
	•				Instruction integrates with prior learning.
•					Learning can be generalized.
•					User support materials are comprehensive.
•					User support materials are effective.
	•				Information displays are effective.
•					Users can operate easily and independently.
•					Teachers can employ package easily.
	•				Computer capabilities are used appropriately.
•					Program is reliable in normal use.

SA - Strongly Agree A-Agree D-Disagree SD - Strongly Disagree NA - Not Applicable

Evaluators indicated that they would highly recommend this package.

Summary: Scale from 5 (High) to 1 (Low).
Content - 5, Instructional Characteristics - 5, Technical Characteristics - 4.

Northwest Regional Educational Laboratory
300 S.W. Sixth Avenue • Portland, Oregon 97204
(503) 248-6800

This evaluation is based on the evaluations of three or more reviewers who are representative of potential users of the courseware package.

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Political Genie, continued

continue to be, or have the potential to continue to be, open political issues; 2) they generally represent issues with a significant division of opinion within the Congress and the country; 3) they are interesting because they have the potential to impact the lives of many people; 4) they reveal the internal operations of the House of Representatives; and 5) each is linked directly to a recorded floor vote.

ESTIMATED STUDENT TIME REQUIRED: Thirty minutes, 2 or 3 times per week to enhance material taught in class.

POTENTIAL USES: Use of this package is a super way to inspire class discussion and to get students interested in topics that impact their lives. It can be used by up to 8 students with little or no teacher guidance.

MAJOR STRENGTHS: This program can be used in a variety of areas in a Social Studies curriculum. It is easy to use and reliable. It accepts only inputs from required keys. It includes thorough documentation, although the program can be operated with little reference to it. The graphic display of comparison of records is good. The ability to select issues is a great option. The topic is highly motivating for students. Students can exit the program and return to the place they left off.

MAJOR WEAKNESSES: The choice of color combinations could have been better. The white text against the blue background is very hard on the eyes.

OTHER COMMENTS: The program is most easily used on a two-drive system, but will operate on a single drive system. Depending upon the hardware configuration, any screen can be dumped to the printer.

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States

VERSION: Apple

PRODUCER: Ventura Educational Systems
3440 Brokenhill Street
Newbury Park, CA 91320

EVALUATION COMPLETED: July 1985 by the staff and constituents of Florida Department of Education, Tallahassee, Florida, and the Northwest Regional Educational Laboratory, Portland, Oregon.

COST: $39.95

ABILITY LEVEL: Grades 4 through 8
SUBJECT: Social Studies
TOPIC: Geography
MEDIUM OF TRANSFER: 5-1/4 in. disk
REQUIRED HARDWARE: Apple II, II+ or IIe, single disk drive, monitor (color preferred)
REQUIRED SOFTWARE: Applesoft, DOS 3.3
INSTRUCTIONAL PURPOSE: Standard instruction
INSTRUCTIONAL TECHNIQUES: Drill and practice, game

DOCUMENTATION AVAILABLE: In supplementary materials — suggested grade/ability level, instructional objectives, program operating instructions.

INSTRUCTIONAL OBJECTIVES: (STATED) To learn the names of the fifty states and their capitals.

INSTRUCTIONAL PREREQUISITES: None stated.

CONTENT AND STRUCTURE: This package contains one disk and an 8-page manual. STATES is a geography study unit in which the user learns names of the fifty states and their capitals. The user is challenged to recognize each state by its shape, geographical region and neighboring states. Many interesting facts about each of the states are presented during the use of the program, including the area, population, electoral votes, state flower and bird. With the Data Retrieval Utility the user can selectively search the data provided with the program to recall specific information.

ESTIMATED STUDENT TIME REQUIRED: Fifteen minutes per session

POTENTIAL USES: The program can be used to review states and capitals and to learn more facts about and locations of states. Students can work individually or compete in small groups. Pencil and paper is necessary to maintain scores on the game. Teachers can create additional activities with the Data Retrieval Utility.

Continued on back

EVALUATION SUMMARY

SA	A	D	SD	NA	
	•				Content is accurate.
•					Content has educational value.
	•				Content is free of stereotypes.
		•			Purpose of package is well defined.
	•				Package achieves defined purpose.
	•				Content presentation is clear and logical.
	•				Difficulty level is appropriate to audience.
	•				Graphics/sound/color are used appropriately.
	•				Use of package is motivational.
		•			Student creativity is effectively stimulated.
•					Feedback is effectively employed.

SA	A	D	SD	NA	
	•				Learner controls rate and sequence.
	•				Instruction integrates with prior learning.
	•				Learning can be generalized.
		•			User support materials are comprehensive.
	•				User support materials are effective.
	•				Information displays are effective.
	•				Users can operate easily and independently.
	•				Teachers can employ package easily.
	•				Computer capabilities are used appropriately.
	•				Program is reliable in normal use.

SA - Strongly Agree A - Agree D - Disagree SD - Strongly Disagree NA - Not Applicable

Evaluators indicated that they would use or recommend use of this package with little or no change.

Summary: Scale from 5 (High) to 1 (Low).
Content - 4, Instructional Characteristics - 3, Technical Characteristics - 3.

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States, continued

MAJOR STRENGTHS: The information is accurate and comprehensive. The graphics are well done and very useful. The program provides students with clues when they are typing in answers. Students can operate the program easily as it is menu-driven. The sound is adjustable. The non-punitive approach used is especially good for students who have poor academic esteem. Students can choose to guess the whole answer or enter it a letter at a time. Only correct letters are accepted. Even though points are lost for incorrect inputs, the right letters will earn them back.

MAJOR WEAKNESSES: Documentation does not include prerequisite skills, program objectives nor teacher-directed activities. The Data Retrieval Utility is confusing to use. In the quiz game, some students may be confused about how to select two categories to match.

OTHER COMMENTS: A teacher's management system would increase the classroom value.

This evaluation is based on the evaluations of three or more reviewers who are representative of potential users of the courseware package.

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Santa Fe Trail

VERSION: Apple II

PRODUCER: Educational Activities, Inc.
P.O. Box 392
Freeport, NY 11520

EVALUATION COMPLETED: July 1985 by the staff and constituents of Region X ESC, Richardson, Texas, and the Northwest Regional Educational Laboratory, Portland, Oregon.

COST: $59.95

ABILITY LEVEL: Grades 5 through Postsecondary
SUBJECT: Social Studies
TOPIC: History
MEDIUM OF TRANSFER: 5-1/4 in. disk
REQUIRED HARDWARE: Apple II, single disk drive, monitor
REQUIRED SOFTWARE: Applesoft, DOS 3.3
INSTRUCTIONAL PURPOSE: Enrichment
INSTRUCTIONAL TECHNIQUES: Game, simulation, problem solving

DOCUMENTATION AVAILABLE: In supplementary materials — suggested grade/ability level(s), instructional objectives, prerequisite skills or activities, sample program output, program operating instructions, teacher's information, resource/reference information, student's instructions, follow-up activities.

INSTRUCTIONAL OBJECTIVES: (STATED) To give students a simulated experience of life along the Santa Fe Trail in the 1820's; to give students experience overcoming historical and geographical obstacles; to have students learn that life on the Santa Fe Trail in the 1820's was considerably different from what life is anywhere on earth today.

INSTRUCTIONAL PREREQUISITES: (STATED) Students should be reading on at least a 7th grade level, or should work in tandem with someone who is reading at or above that level.

CONTENT AND STRUCTURE: Santa Fe Trail is an adventure simulation which uses high-resolution graphics for enhancement. It reflects historical accuracy in the hardships that a traveller along the trail would have encountered.

ESTIMATED STUDENT TIME REQUIRED: Thirty to forty-five minutes (one day).

POTENTIAL USES: This program could best be used as enrichment at the end of a social studies unit on the Santa Fe Trail or as an introductory activity to stimulate students' interest in the unit.

MAJOR STRENGTHS: Having students experience life on the Santa Fe Trail with this simulation is interesting and involving. The interaction built into the program is good; for example, students have to decide how to spend their money and what to do in different situations. The graphics and sound add to the program.

MAJOR WEAKNESSES: The major weakness is that the situations given to participants are repetitious. More interesting situations and a greater variety of them would improve this program. The procedure for buying goods and supplies could be improved.

OTHER COMMENTS: The documentation is fairly complete but poorly edited. The borders for Mexico and the United States and the lines indicating rivers are hard to distinguish from each other.

EVALUATION SUMMARY

SA	A	D	SD	NA	
●					Content is accurate.
●					Content has educational value.
	●				Content is free of stereotypes.
	●				Purpose of package is well defined.
	●				Package achieves defined purpose.
	●				Content presentation is clear and logical.
	●				Difficulty level is appropriate to audience.
	●				Graphics/sound/color are used appropriately.
	●				Use of package is motivational.
		●			Student creativity is effectively stimulated.
	●				Feedback is effectively employed.

SA	A	D	SD	NA	
	●				Learner controls rate and sequence.
		●			Instruction integrates with prior learning.
	●				Learning can be generalized.
	●				User support materials are comprehensive.
	●				User support materials are effective.
	●				Information displays are effective.
	●				Users can operate easily and independently.
	●				Teachers can employ package easily.
	●				Computer capabilities are used appropriately.
	●				Program is reliable in normal use.

SA - Strongly Agree A-Agree D-Disagree SD - Strongly Disagree NA - Not Applicable

Evaluators indicated that they would use or recommend use of this package with little or no change.

Summary: Scale from 5 (High) to 1 (Low).
Content - 4, Instructional Characteristics - 3, Technical Characteristics - 3.

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Greek Mythology

VERSION: Apple

PRODUCER: TYC Software
2128 W. Jefferson Road
Pittsford, NY 14534

EVALUATION COMPLETED: July 1985 by the staff and constituents of Lehigh University, Bethlehem, Pennsylvania, and Northwest Regional Educational Laboratory, Portland, Oregon.

COST: $39.95

ABILITY LEVEL: Grades 6 through 12
SUBJECT: Social Studies, Language Arts
TOPIC: History, Literature
MEDIUM OF TRANSFER: 5-1/4 in. disk
REQUIRED HARDWARE: 48K Apple II, II+, IIe or IIc, single disk drive, monitor (color preferred).
REQUIRED SOFTWARE: Applesoft, DOS 3.3
INSTRUCTIONAL PURPOSE: Standard instruction
INSTRUCTIONAL TECHNIQUES: Drill and practice, tutorial

DOCUMENTATION AVAILABLE: In supplementary materials — suggested grade/ability level(s), instructional objectives, program operating instructions, post-test, teacher's information, resource/reference information, textbook correlation, follow-up activities.

INSTRUCTIONAL OBJECTIVES: To introduce high school students to the Olympian gods of the golden age of Greek history. To be able to identify: the family tree of the Olympian gods, the characteristics and legends which identify each god, the relationships among gods, the influence of Greek mythology in literature and art.

INSTRUCTIONAL PREREQUISITES: None stated.

CONTENT AND STRUCTURE: This package contains two disks, and a 10-page User's Guide which includes answer keys and written tests. This tutorial relates the most commonly told legends of the gods of Mt. Olympus and looks at the influence of Greek mythology on art and literature. Graphics and animation highlight the text material. Each disk also contains a graded test and review options. The user manual includes suggestions for additional activities. This is a Lesson-Tutorgraph (tm) for junior high to adults.

ESTIMATED STUDENT TIME REQUIRED: For one disk, 25 minutes are needed. More time will be needed if students take the written test provided in the manual.

POTENTIAL USES: This can be used to supplement or review lessons in Greek mythology. The stated objectives would not be met over the long term if this program were the only material used to teach the objectives.

Continued on back

EVALUATION SUMMARY

SA	A	D	SD	NA	
	●				Content is accurate.
	●				Content has educational value.
	●				Content is free of stereotypes.
●					Purpose of package is well defined.
	●				Package achieves defined purpose.
	●				Content presentation is clear and logical.
	●				Difficulty level is appropriate to audience.
	●				Graphics/sound/color are used appropriately.
	●				Use of package is motivational.
		●			Student creativity is effectively stimulated.
	●				Feedback is effectively employed.

SA	A	D	SD	NA	
	●				Learner controls rate and sequence.
		●			Instruction integrates with prior learning.
		●			Learning can be generalized.
	●				User support materials are comprehensive.
	●				User support materials are effective.
		●			Information displays are effective.
	●				Users can operate easily and independently.
	●				Teachers can employ package easily.
	●				Computer capabilities are used appropriately.
	●				Program is reliable in normal use.

SA - Strongly Agree A-Agree D-Disagree SD - Strongly Disagree NA - Not Applicable

Evaluators indicated that they would use or recommend use of this package with little or no change.

Summary: Scale from 5 (High) to 1 (Low).
Content - 4, Instructional Characteristics - 4, Technical Characteristics - 4.

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Greek Mythology, continued

MAJOR STRENGTHS: This program makes good use of graphics and color. The reinforcement is motivating and immediate. It provides some branching and assessment tests at the end and suggests pictures for review of incorrect responses. Different questions are asked on the same topic throughout the package so that students can't memorize answers.

MAJOR WEAKNESSES: Some screens contain too much information to store in short term memory. Long term memory could be better aided by reading the myths themselves. No sound is included. No file system is provided.

OTHER COMMENTS: The program is still an electronic textbook.

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Cosmic Carnival

VERSION: Apple

PRODUCER: EPCOT Educational Media
Walt Disney Educational Media Co.
500 South Buena Vista Street
Burbank, CA 91521

EVALUATION COMPLETED: September 1985 by the staff and constituents of Region X ESC, Richardson, Texas and the Northwest Regional Educational Laboratory, Portland, Oregon.

COST: $59.95

ABILITY LEVEL: Grade 7 through Postsecondary
SUBJECT: Social Studies, Business Education, Mathematics
TOPIC: Economics
MEDIUM OF TRANSFER: 5-1/4 in. disk
REQUIRED HARDWARE: 48K Apple II series, one disk drive, printer (optional), joystick (optional), monitor (color recommended).
REQUIRED SOFTWARE: One blank disk (optional)
BACKUP POLICY: Backup is provided, as well as a guarantee of replacement if damaged within 90 days.
INSTRUCTIONAL PURPOSE: Enrichment
INSTRUCTIONAL TECHNIQUES: Simulation, problem solving, game

DOCUMENTATION AVAILABLE: In program — student's instructions. In supplementary materials — suggested grade/ability level, instructional objectives, program operating instructions, teacher's information, student's instructions, student worksheets.

INSTRUCTIONAL OBJECTIVES: (STATED) To introduce students to the everyday business world: and to introduce students to economic principles by providing an opportunity to manage a simulated small business for a week.

INSTRUCTIONAL PREREQUISITES: (INFERRED) The user should be familiar with the business and economic terms of supply, demand, and profit.

CONTENT AND STRUCTURE: This package contains one disk, a backup disk, and a 16-page User's Guide. In "Cosmic Carnival", the student assumes the role of the manager and operator of three carnival rides for a period of one week, Monday through Friday. They set the opening and closing time, ticket price, ride length, and decide how many seats to use. They even have to deal with such unpredictable factors as bad weather. The goals of the simulation are to make a profit over the one-week period, and to run the carnival in the most energy efficient way possible. If students achieve both goals, they are awarded playing time on the arcade-style computer game, "Cosmic Probe".

Continued on back

EVALUATION SUMMARY

SA	A	D	SD	NA	
	•				Content is accurate.
	•				Content has educational value.
	•				Content is free of stereotypes.
	•				Purpose of package is well defined.
	•				Package achieves defined purpose.
	•				Content presentation is clear and logical.
	•				Difficulty level is appropriate to audience.
•					Graphics/sound/color are used appropriately.
	•				Use of package is motivational.
•					Student creativity is effectively stimulated.
•					Feedback is effectively employed.

SA	A	D	SD	NA	
	•				Learner controls rate and sequence.
	•				Instruction integrates with prior learning.
	•				Learning can be generalized.
	•				User support materials are comprehensive.
	•				User support materials are effective.
•					Information displays are effective.
	•				Users can operate easily and independently.
	•				Teachers can employ package easily.
•					Computer capabilities are used appropriately.
	•				Program is reliable in normal use.

SA - Strongly Agree A-Agree D-Disagree SD - Strongly Disagree NA - Not Applicable

The evaluators indicated that they would use or recommend use of this package with little or no change.

Summary: Scale from 5 (High) to 1 (Low).
Content - 3, Instructional Characteristics - 4, Technical Characteristics - 5.

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Cosmic Carnival, continued

POTENTIAL USES: This simulation could be used by individual students or small groups of students at the junior high school level for enrichment in social studies, math, or consumer education.

ESTIMATED STUDENT TIME REQUIRED: 30 to 50 minutes

MAJOR STRENGTHS: The graphics and sound effects are a nice compliment to the program. The program provides numerous options, including: sound/no sound, helps, reviews, save game to disk, and return to saved game. During the simulation the student has control over a wide range of variables. The results of students' decisions are immediately and graphically shown. The documentation includes follow up activites useful for integrating the package into the curriculum. The arcade game provides an incentive for doing well.

MAJOR WEAKNESSES: The nature of the package and the graphics would not be appealing to many high school students. The arcade game intended to provide an incentive, may do just the opposite for many females.

This evaluation is based on the evaluations of three or more reviewers who are representative of potential users of the courseware package.

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U.S. History Databases for PFS:File

VERSION: Apple

PRODUCER: Scholastic, Inc.
P.O. Box 7502
2931 East McCarty Street
Jefferson City, MO 65102

EVALUATION COMPLETED: October 1985 by the staff and constituents of the Northwest Regional Educational Laboratory, Portland Oregon.

COST: $99.95

ABILITY LEVEL: Grades 7 through 12
SUBJECT: Social Studies
TOPIC: History
MEDIUM OF TRANSFER: 5-1/4 in. disk
REQUIRED HARDWARE: 64K Apple IIe or IIc, two disk drives, monitor, printer. (Some of the activities can be used with no printer and only one disk drive.)
REQUIRED SOFTWARE: PFS:File and PFS:Report for Apple IIe or IIc (PFS:Graph is optional)
BACK UP POLICY: Backup included with package
PREVIEW POLICY: Full refund if returned within 30-days
INSTRUCTIONAL PURPOSE: Standard instruction, enrichment
INSTRUCTIONAL TECHNIQUES: Information retrieval, problem solving

DOCUMENTATION AVAILABLE: In supplementary materials — suggested grade/ability level, instructional objectives prerequisite skills or activities, sample program output, program operating instructions, teacher's information, student's instructions, student worksheets, follow-up activities. More detailed objectives are given for each activity.

INSTRUCTIONAL OBJECTIVES: (STATED) To teach students how to use data files and how to build their own; and to provide an opportunity to explore the topics of: the expanding American frontier, inventors and technology, twentieth-century America, American presidents, local history, and other miscellaneous topics in American history.

INSTRUCTIONAL PREREQUISITES: (STATED) Use of the package requires a prior understanding of databases and particularly the PFS:File and PFS:Report systems. The package includes instructions for the use of both of these systems.

CONTENT AND STRUCTURE: This package contains three copies of each of two disks, and an extensive 312-page manual. The package is made up of a teacher's guide, three units involving using existing databases, three units involving the creation of a database, a quick guide for use of the PFS series, mini-references for PFS:File and Report, and a glossary/appendix. The units are as follows.

Continued on back

EVALUATION SUMMARY

SA	A	D	SD	NA	
	•				Content is accurate.
	•				Content has educational value.
	•				Content is free of stereotypes.
	•				Purpose of package is well defined.
	•				Package achieves defined purpose.
	•	•			Content presentation is clear and logical.
	•				Difficulty level is appropriate to audience.
				•	Graphics/sound/color are used appropriately.
	•				Use of package is motivational.
	•				Student creativity is effectively stimulated.
				•	Feedback is effectively employed.

SA	A	D	SD	NA	
	•				Learner controls rate and sequence.
	•				Instruction integrates with prior learning.
	•				Learning can be generalized.
•					User support materials are comprehensive.
	•				User support materials are effective.
	•				Information displays are effective.
	•	•			Users can operate easily and independently.
		•			Teachers can employ package easily.
	•				Computer capabilities are used appropriately.
	•				Program is reliable in normal use.

SA - Strongly Agree A-Agree D-Disagree SD - Strongly Disagree NA - Not Applicable

The evaluators indicated that they would use or recommend use of this package with little or no change.

Summary: Scale from 5 (High) to 1 (Low).
Content - 3, Instructional Characteristics - 4, Technical Characteristics - 3.

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U.S. History Databases, continued

THE EXPANDING AMERICAN FRONTIER contains 8 exploratory activities involving the use of a prepared database containing important facts about people and events that shaped the expansion of the American Frontier. Major topics include the westward movement, people of the American Frontier, statehood and the exploration of space.

INVENTORS AND TECHNOLOGY contains 8 exploratory activities involving the use of a prepared database containing information about important inventors and inventions.

TWENTIETH-CENTURY AMERICA contains 10 exploratory activities involving the use of a prepared database containing statistical data on a wide range of topics, including people, the government, and the economy in twentieth-century America.

AMERICAN PRESIDENTS contains 8 activities where students create and explore a database of information on the the presidents of the United States.

LOCAL HISTORY contains 8 activities where students create and explore a database containing information about their local community.

FUN WITH AMERICAN HISTORY contains 8 activities where the students create and explore a database containing fun facts and trivia about twentieth-century America.

POTENTIAL USE: This program could be used with small groups of students or as a classroom demonstration. It is best used to develop research process skills rather than the content matter contained in the files. It could also be used as additional reference materials.

ESTIMATED STUDENT TIME REQUIRED: Each activity can be completed in about 30 to 45 minutes. Extension activities would involve more time.

MAJOR STRENGTHS: The purpose of the package is to teach the student how to use the data retrieval capabilities of the computer to analyze and test hypotheses. The package does a good job of teaching these highly transferrable skills. The manual contains very clear instructions both for the use of the computer and the activities in general. The documentation includes ready-to-use lesson plans and reproducible student worksheets. A detailed scope and sequence makes the package easy to integrate into long range lesson planning.

MAJOR WEAKNESSES: Some of the searches using PFS:File take a very long time to complete. The package places too much emphasis on the mechanics of using the software and not enough emphasis on the interpretation of the result. The exploratory nature of this package requires close teacher monitoring, especially if used with lower ability students.

OTHER COMMENTS: It is very easy for the student to contaminate the data on the disk inadvertently. It is important that the teacher copy the data files from the master disk to the student disks prior to use. Students will need a list of abbreviations for each state in order to perform searches.

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Hometown

VERSION: Apple

PRODUCER: Active Learning Systems
PO Box 1984
Midland, MI 48640
(517) 835-7051

EVALUATION COMPLETED: October 1985 by the staff and constituents of the Northwest Regional Educational Laboratory, Portland, Oregon.

COST: $148.00. Volume discounts available.

ABILITY LEVEL: Grade 5 through postsecondary
SUBJECT: Social Studies
TOPIC: Civics, Local Affairs
MEDIUM OF TRANSFER: 5-1/4 in. disk
REQUIRED HARDWARE: 48K Apple II, one disk drive and monitor, Centronics printer (optional). Also available for Commodore 64, IBM-PC, and 64K Microbee.
REQUIRED SOFTWARE: Applesoft, DOS 3.3
BACK UP POLICY: The program disk may not be copied. Data disks may be copied.
INSTRUCTIONAL PURPOSE: Standard instruction, enrichment
INSTRUCTIONAL TECHNIQUE: Problem solving, information gathering and retrieval

DOCUMENTATION AVAILABLE: In program — student's instructions. In supplementary materials — suggested grade/ability level, instructional objectives, prerequisite skills or activities, sample program output, program operating instructions, teacher's information, resource/reference information, student's instructions, student worksheets.

INSTRUCTIONAL OBJECTIVES: (STATED) To encourage the feeling of "Let's get involved in our community." To discover a local area- its geography, landforms, character, functions and potential. To look at the past, present and future, to discover who are the people in a specific "Hometown." To look at short and long term needs, and how interdependent are local areas.

INSTRUCTIONAL PREREQUISITES: (STATED) Student will need to follow basic computer directions to store, search for data, sort and perform simple statistical calculations.

CONTENT AND STRUCTURE: This package contains one program disk, one data disk which may be copied, and a manual. The manual contains teacher notes, a step by step guide and reference manual, and reproducible student worksheets. Also included are helpful database codes and glossary. This package is designed to be used as a part of a specific demographic study to facilitate the collection, storage, and analysis of necessary information. The computer is used as a tool to store information students collect in field surveys. The data disk stores information

Continued on back

EVALUATION SUMMARY

SA	A	D	SD	NA	
	•				Content is accurate.
•					Content has educational value.
	•				Content is free of stereotypes.
•					Purpose of package is well defined.
•					Package achieves defined purpose.
	•				Content presentation is clear and logical.
	•				Difficulty level is appropriate to audience.
		•			Graphics/sound/color are used appropriately.
•					Use of package is motivational.
•					Student creativity is effectively stimulated.
	•				Feedback is effectively employed.

SA	A	D	SD	NA	
	•				Learner controls rate and sequence.
•					Instruction integrates with prior learning.
•					Learning can be generalized.
•					User support materials are comprehensive.
•					User support materials are effective.
	•				Information displays are effective.
	•				Users can operate easily and independently.
	•				Teachers can employ package easily.
	•				Computer capabilities are used appropriately.
	•				Program is reliable in normal use.

SA - Strongly Agree A-Agree D-Disagree SD - Strongly Disagree NA - Not Applicable

The evaluators indicated that they would highly recommend this package.

Summary: Scale from 5 (High) to 1 (Low).
Content - 5, Instructional Characteristics - 5, Technical Characteristics - 4.

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Hometown, continued

which is determined by the user. This data can then be searched and analyzed, and a statistical summary and other "reports" may be obtained. Some skills used in the package include recording information, interpreting results, researching, investigating, and map reading. Worksheets are divided in six units which involve surveying, questioning, entering data, and interpreting data.

POTENTIAL USES: This package may be used by any size group of students entering data. This package could be used for a unit which utilizes data collection and analysis of polled data.

ESTIMATED STUDENT TIME REQUIRED: This unit of study is designed for a whole class to cover a period of several weeks. Many activities must be completed before the computer program may be used.

MAJOR STRENGTHS: This package is extremely adaptable to many different teaching situations. This is a major project to undertake; however, the manual literally takes the teacher by the hand. Lesson plans are clearly presented and the worksheets are helpful. After basic data is entered, students can easily manipulate the data to draw conclusions about their "Hometown", be it a community or even a school. The database for summarizing and analyzing data is easy to use and has effective error trapping.

MAJOR WEAKNESSES: This package doesn't use graphics or sound. Graphics, especially pie or bar graphs to illustrate student findings, would be helpful.

OTHER COMMENTS: The database program is specifically designed for this unit of study. The package needs to be evaluated and chosen based on the off-computer activities as the computer portion (analyzing data collected in a survey) is a minor portion of the package.

This evaluation is based on the evaluations of three or more reviewers who are representative of potential users of the courseware package.

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How a Bill Becomes Law

VERSION: Apple

PRODUCER: Intellectual Software
798 N. Avenue
Bridgeport, CT 06606

EVALUATION COMPLETED: November 1984 by the staff and constituents of Connecticut Department of Education, Hartford, Connecticut and the Northwest Regional Educational Laboratory, Portland, Oregon.

COST: $59.95

ABILITY LEVEL: Grades 7 through 12
SUBJECT: Social Studies
TOPIC: Government
MEDIUM OF TRANSFER: 5-1/4 inch disk
REQUIRED HARDWARE: 48K Apple II series, one disk drive, monitor. Also available for IBM-PC or PCjr and Apple MacIntosh.
INSTRUCTIONAL PURPOSE: Standard instruction
INSTRUCTIONAL TECHNIQUES: Tutorial, game, simulation

DOCUMENTATION AVAILABLE: In program — student's instructions. In supplementary material — instructional objectives, program operating instructions, teacher's information, resource/reference information.

INSTRUCTIONAL OBJECTIVES: (STATED) To help the student gain an understanding of the legislative and political process.

INSTRUCTIONAL PREREQUISITES: (INFERRED) Prior instruction on the legislative process.

CONTENT AND STRUCTURE: This package contains one disk and a 14-page Teacher's Guide. Students become Congresspeople trying to get bills passed in the U.S. Congress. Students learn about the legislative system, lobbying, filibusters, subcommittees, quorums, House-Senate committees, motions to table, parlimentary procedure, senatorial courtesy, seniority, amendments, vetos and overrides.

ESTIMATED STUDENT TIME REQUIRED: 10-90 minutes

POTENTIAL USES: This package could be used as a supplementary exercise for a unit on how federal laws are made. Students can work as individuals or in teams.

MAJOR STRENGTHS: The program concept is excellent. It makes a nice review of facts about how a bill becomes a law. The storyline, with the user as the central decision-maker, is very motivational.

Continued on back

EVALUATION SUMMARY

SA	A	D	SD	NA	
•					Content is accurate.
•					Content has educational value.
		•			Content is free of stereotypes.
	•				Purpose of package is well defined.
	•				Package achieves defined purpose.
	•				Content presentation is clear and logical.
	•				Difficulty level is appropriate to audience.
		•			Graphics/sound/color are used appropriately.
	•				Use of package is motivational.
•					Student creativity is effectively stimulated.
		•			Feedback is effectively employed.

SA	A	D	SD	NA	
		•			Learner controls rate and sequence.
	•				Instruction integrates with prior learning.
	•				Learning can be generalized.
	•				User support materials are comprehensive.
	•				User support materials are effective.
	•				Information displays are effective.
	•				Users can operate easily and independently.
	•				Teachers can employ package easily.
		•			Computer capabilities are used appropriately.
	•				Program is reliable in normal use.

SA - Strongly Agree A - Agree D - Disagree SD - Strongly Disagree NA - Not Applicable

Evaluators indicated that they would use or recommend use of this package only if certain changes were made.

Summary: Scale 5 (High) to 1 (Low)
Content - 3, Instructional Characteristics - 3, Technical Characteristics - 3.

Northwest Regional Educational Laboratory
300 S.W. Sixth Avenue • Portland, Oregon 97204
(503) 248-6800

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How A Bill Becomes A Law, continued

MAJOR WEAKNESSES: It is difficult to recall previous sections in order to review errors. The correct answers are hidden in subsequent statements of the storyline; it is not always clear what the correct answer is. The package is very interactive but lacks student control.

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Law in American History

VERSION: Apple

PRODUCER: Intellectual Software
798 N. Avenue
Bridgeport, CT 06606

EVALUATION COMPLETED: September 1985 by the staff and constituents of Connecticut Department of Education, Hartford, Connecticut and the Northwest Regional Educational Laboratory, Portland, Oregon.

COST: $45.00

ABILITY LEVEL: Grades 7 through 12
SUBJECT: Social Studies
TOPIC: History, Law
MEDIUM OF TRANSFER: 5-1/4 inch disk
REQUIRED HARDWARE: 48K Apple II series, one disk drive, monitor, printer (optional). Also available for TRS-80 Model III or IV, IBM and Commodore 64.
REQUIRED SOFTWARE: Applesoft, DOS 3.3
INSTRUCTIONAL PURPOSE: Standard instruction
INSTRUCTIONAL TECHNIQUES: Tutorial, simulation

DOCUMENTATION AVAILABLE: In program — student's instructions. In supplementary material — program operating instructions.

INSTRUCTIONAL OBJECTIVES: (STATED) To help with the study of American History by stimulating the students' reasoning skills.

INSTRUCTIONAL PREREQUISITES: None stated.

CONTENT AND STRUCTURE: This package contains one disk and a 10-page Teacher's Manual. The program is a collection of seven tutorials, exercises, or simulations. They include: The Case of Peter Goodman, an exercise to stimulate students' reasoning skills, drawn from the history of Plymouth colony in New England in the 1630's. Concepts of religious freedom and social control are presented in a problem-solving format. Intolerable Acts is a tutorial designed to help the student understand the role of new British laws in the pre-revolutionary period. The Bill of Rights presents the student with a series of actual cases. The students can access the Bill of Rights through a computer database and use what they find to explain each of the 20 cases. Vigilante Mock Trial is a complete, computer-managed simulation of a trial from 1859 in the American west. Students form into two teams, one for the prosecution and one for the defense; each team interviews witnesses, puts them on the stand, and asks questions in court. Case Study: Brown vs. Board of Education presents students with the facts of this landmark case and leads them through the classic

Continued on back

EVALUATION SUMMARY

SA	A	D	SD	NA	
	•				Content is accurate.
	•				Content has educational value.
	•				Content is free of stereotypes.
		•			Purpose of package is well defined.
		•			Package achieves defined purpose.
	•				Content presentation is clear and logical.
	•				Difficulty level is appropriate to audience.
		•			Graphics/sound/color are used appropriately.
		•			Use of package is motivational.
		•			Student creativity is effectively stimulated.
		•			Feedback is effectively employed.

SA	A	D	SD	NA	
		•			Learner controls rate and sequence.
	•				Instruction integrates with prior learning.
	•				Learning can be generalized.
			•		User support materials are comprehensive.
			•		User support materials are effective.
			•		Information displays are effective.
		•			Users can operate easily and independently.
		•			Teachers can employ package easily.
		•			Computer capabilities are used appropriately.
	•				Program is reliable in normal use.

SA - Strongly Agree A-Agree D-Disagree SD - Strongly Disagree NA - Not Applicable

Evaluators indicated that they would use or recommend use of this package only if certain changes were made.

Summary: Scale 5 (High) to 1 (Low)
Content - 4, Instructional Characteristics - 2, Technical Characteristics - 1.

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Law in American History, continued

case-study method. They identify the legal issues involved, relate them to the Constitution, examine precedents, and finally render an opinion. A database of relevant Constitutional phrases and precedents is available for research by the students. Case Study: Tinker vs. Des Moines is similar in form to the Brown case, but involves Constitutional rights in school. A research database and complete printout is accessible through the computer. Sex Discrimination Mock Trial is a modern case taken from a federal appeals court, and arranged as a computer simulation for two teams of students. It is similar in format to the vigilante mock trial described above. All 7 activities are on one disk and all have an easy print feature for a hard copy of all student responses.

ESTIMATED STUDENT TIME REQUIRED: Variable: depending upon the activity. Perhaps 15 to 90 minutes each.

POTENTIAL USES: This package could be used for individual or group work as part of a unit on development in American Law.

MAJOR STRENGTHS: The program is very interactive. The hard copy capability is helpful. The package is flexible, offering a selection of activities. Some activities are stronger than others. The actual Supreme Court cases are good.

MAJOR WEAKNESSES: The screens are all upper case text and not laid out with much variety. The package makes no use of graphics, color or sound. The programs have many spelling errors. The mock trial operator control was erratic. The support materials are lacking vital information, such as: instructional objectives, grade level indicators, textbook correlation, and suggestions for classroom use. The instructions to the student are unclear. If a printer is not used, certain portions of the program are unavailable to the user without appropriate notification in the documentation.

OTHER COMMENTS: If revised technically, this piece of software would be excellent.

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States & Traits

VERSION: Apple

PRODUCER: DesignWare
185 Berry Street
San Francisco, CA 94107
(800) 572-7767

EVALUATION COMPLETED: October 1985 by the staff and constituents of North Clackamas School District, Milwaukie, Oregon and the Northwest Regional Educational Laboratory, Portland, Oregon.

COST: $44.95

ABILITY LEVEL: Grades 3 through 9
SUBJECT: Social Studies
TOPIC: Geography
MEDIUM OF TRANSFER: 5-1/4 in. disk
REQUIRED HARDWARE: 48K Apple II, one disk drive, monitor, joysticks (optional). Also available for 64K IBM-PC (requires color monitor adapter card) and Commodore 64.
INSTRUCTIONAL PURPOSE: Standard instruction, enrichment
INSTRUCTIONAL TECHNIQUES: Drill and practice, game

DOCUMENTATION AVAILABLE: In program — program operating instructions, student's instructions. In supplementary materials — suggested grade/ability level, instructional objectives, program operating instructions, teacher's information, student's instructions.

INSTRUCTIONAL OBJECTIVES: (STATED) To make learning geography fun; and to learn state names, bordering states and rivers, major mountain ranges, rivers and lakes, historical facts, current trivia and capitals.

CONTENT AND STRUCTURE: This package contains one diskette and a 27-page user's guide. The program uses databases to teach geographical facts in three game settings. In Place State on Map, students learn where states are by moving a state outline to the correct position on a regional or United States map. In Match States & Traits, students match clues (like state names, current and historical events) to the locations on the U.S. map. In Make Your Own Trait students study history and geography facts by creating their own clues. Teachers or students may add their own databases. Information could include the dates states entered the union, the location of famous Revolutionary Battle sites, the names of state governors and so forth. All three games may be played with a map showing state borders or an outline with just rivers and mountains. A score is given at the end of each game.

Continued on back

EVALUATION SUMMARY

SA	A	D	SD	NA	
	•				Content is accurate.
	•				Content has educational value.
	•				Content is free of stereotypes.
•					Purpose of package is well defined.
	•				Package achieves defined purpose.
	•				Content presentation is clear and logical.
	•				Difficulty level is appropriate to audience.
	•				Graphics/sound/color are used appropriately.
	•				Use of package is motivational.
	•				Student creativity is effectively stimulated.
	•				Feedback is effectively employed.

SA	A	D	SD	NA	
	•				Learner controls rate and sequence.
	•				Instruction integrates with prior learning.
	•				Learning can be generalized.
	•				User support materials are comprehensive.
	•				User support materials are effective.
	•				Information displays are effective.
	•				Users can operate easily and independently.
	•				Teachers can employ package easily.
	•				Computer capabilities are used appropriately.
	•				Program is reliable in normal use.

SA - Strongly Agree A-Agree D-Disagree SD - Strongly Disagree NA - Not Applicable

The evaluators indicated that they would use or recommend use of this package with little or no change.

Summary: Scale from 5 (High) to 1 (Low).
Content - 4, Instructional Characteristics - 4, Technical Characteristics - 4.

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States and Traits, continued

POTENTIAL USES: The package provides excellent material to supplement a social studies curriculum. Students can work independently or in small groups for enrichment, reinforcement or to develop visual and spacial relationships.

ESTIMATED STUDENT TIME REQUIRED: Students may work from 10 to 30 minutes per game as a review or to add new knowledge.

MAJOR STRENGTHS: The program is very friendly and clear in its instructions to students. It provides excellent map graphics to help students visually locate states. Students will easily learn relationships. There are enough difficult parts to keep advanced students interested since there is always a new challenge.

MAJOR WEAKNESSES: When the program gives the correct answer, it abbreviates the state name. The manual does have a list of abbreviations. Spelling of state names is not reinforced; however, the new standard abbreviations are.

OTHER COMMENTS: This game would be more fun with a joystick. Use of a color monitor enhances the graphics.

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Countdown, Test Simulator, Authoring and Management Syste

VERSION: Apple

PRODUCER: Tyson Educational Systems, Inc.
P.O. Box 2478
Miami, FL 33055
305/431-4268

EVALUATION COMPLETED: September 1985 by the staff and constituents of the Northwest Regional Educational Laboratory, Portland, Oregon

COST: $49.95. Backup disk available for $9.95. Ten to 15 backups for use at one school location are $5.95 each with purchase of original.

ABILITY LEVEL: Any grade
SUBJECT: Any subject or topic
MEDIUM OF TRANSFER: 5-1/4 in. disk
REQUIRED HARDWARE: 48K Apple II, one disk drive, monitor, printer (optional)
REQUIRED SOFTWARE: Applesoft, DOS 3.3
BACK UP POLICY: Available separately
PREVIEW POLICY: None
INSTRUCTIONAL PURPOSE: Standard instruction
INSTRUCTIONAL TECHNIQUES: Drill and practice, tutorial, game, authoring system

DOCUMENTATION AVAILABLE: In program — student's instructions. In supplementary materials — program operating instructions, sample program output, teacher's information.

INSTRUCTIONAL OBJECTIVES: (INFERRED) To provide a teacher utility for administering tests and authoring tutorials and games.

INSTRUCTIONAL PREREQUISITES: (INFERRED) The prerequisites will vary according to the content entered by the teacher.

CONTENT AND STRUCTURE: This package contains a master program disk, a sample file disk, a 20-page Teaching Guide, and 8 pages of documentation. The package contains the following major components: COUNTDOWN is an educational game which gives the student 10 questions and then, displays the name of the high scorer and their rating at the end. TEST SIMULATOR is played like COUNTDOWN, but does not display the high score or the rating. It allows for control of the level of difficulty, the way points are earned, the number of points deducted for incorrect answers, the number of questions, the way tutorial screens are displayed, and the option to write the results to a printer or disk. The AUTOLEARN SYSTEM allows the user to preset the menu selections, questions, and tutorials. The disk will then boot and run for the student with all selections preset.

Continued on back

EVALUATION SUMMARY

SA	A	D	SD	NA	
				•	Content is accurate.
				•	Content has educational value.
				•	Content is free of stereotypes.
	•				Purpose of package is well defined.
	•				Package achieves defined purpose.
				•	Content presentation is clear and logical.
				•	Difficulty level is appropriate to audience.
		•			Graphics/sound/color are used appropriately.
		•			Use of package is motivational.
				•	Student creativity is effectively stimulated.
		•			Feedback is effectively employed.

SA	A	D	SD	NA	
	•	•			Learner controls rate and sequence.
				•	Instruction integrates with prior learning.
				•	Learning can be generalized.
	•				User support materials are comprehensive.
	•				User support materials are effective.
	•				Information displays are effective.
	•				Users can operate easily and independently.
•					Teachers can employ package easily.
	•				Computer capabilities are used appropriately.
	•				Program is reliable in normal use.

SA - Strongly Agree A - Agree D - Disagree SD - Strongly Disagree NA - Not Applicable

The evaluators indicated that they would use or recommend use of this package with little or no change.

Summary: Scale from 5 (High) to 1 (Low).
Content - NA, Instructional Characteristics - 3, Technical Characteristics - 3.

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Countdown, continued

THE AUTHORING SYSTEM allows the user to write and edit questions and tutorials, and store them on the disk. THE MANAGEMENT SYSTEM allows the user to store, average and print student results.

POTENTIAL USES: The package would be useful for creating tests, tutorials and games for any subject and almost any grade level. It would be particularly useful for administering makeup tests and quizzes.

ESTIMATED STUDENT TIME REQUIRED: The teacher can create a 10-item quiz easily in 20 minutes. Students could take the 10-item quiz in about 5 minutes.

MAJOR STRENGTHS: An option is available which allows the teacher to provide corrective feedback if the student makes an error. The authoring system is fairly easy to use. The teacher could use the system after a 15 to 20 minute orientation.

MAJOR WEAKNESSES: The screen prompts are a bit difficult to understand the first time through. The program is highly structured and limited to multiple choice questions. Student involvement is limited to answering the questions and/or reading tutorial screens.

OTHER COMMENTS: The rate and sequence of the presentation is determined by the teacher during the development of the tutorials. Although the package is quite limited, it could be a useful low cost authoring system.

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